

# Ayden Chubbic

<https://github.com/achubbic>

Grad Year: June 2020

I am a graduating science major at the University of California, Santa Cruz. My experience with product design and SAAS development allow me to uniquely contribute to any team I am a part of!

## RELEVANT EXPERIENCE

### UX designer

Social Emotional Technologies lab / Santa Cruz, CA / Jan 2020 - Present

My team and I collaborate to study and design new means of facilitating playful interactions between strangers using technology. My primary responsibilities are to:

- Design and build user-facing iOS applications/handheld hardware, primarily in React.js and C++ respectively
- Conduct user interviews: What are problems users experience with current technology? What features does an ideal platform provide users with? How did you respond to our prototype? What aspects of our design made this platform inaccessible?
- Build applications with with a lay audience in mind, employing design-oriented thinking to consider aspects of the application such as 1) lowering the learning curve necessary to use our platform and 2) producing a platform complex enough that users are incentivized to invest time in learning its ins and outs
- Oversee logistics: organize test groups, writing technical documentation and grant proposals.

### Undergraduate Research Assistant

Research Center on Autonomous Systems / Santa Cruz, CA / Sep 2019-Dec 2019

- Contributed to a TensorFlow library which used machine learning algorithms to allow "flocks" of drones to relay changes in wind, pressure, etc. to nearby drones, allowing them to adjust their flight path accordingly.
- The improvements produced 6% improved power consumption and allowed receiving drones to reach their destination more reliably without being blown off course.
- My contributions include scripts designed to throttle the remote flight controller's multithreading to improve response times in lead drones. I used C++ and Golang for this project.

## DESIGN TOOLS

JavaScript  
Adobe Suite  
OmniGraffle  
Balsamiq  
Maya

## UX METHODS

User Research  
Interviewing  
Prototyping  
Surveys  
Storyboarding  
Usability testing  
Contextual Inquiry  
Data Visualization

## COMMUNITY INVOLVMENT

Discovery Preschool  
(2015-present)  
Second Harvest  
(2016-present)  
Kiwanis  
(2013-2019)  
HourOfCode  
(2014-2017)

## CONTACT

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## TECHNICAL SKILLS

JavaScript, Swift, C++, Python,  
Framer, HTML, React, Sketch,  
Golang, Flask, Firebase, SQL,  
Microsoft Office Suite

## INTERPERSONAL SKILLS

Communication, Collaboration,  
Prototyping, Interviews,  
Surveys, Usability Testing,  
Storyboarding, Sketching,  
Contextual Inquiry

## EDUCATION

Computer Science (BSc), UCSC  
*Relevant Coursework:* Software Design,  
Distributed Systems, Design Principles  
Tutoring: Distributed Systems, Discrete  
Mathematics